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It's an all-out battle with "in your face" real arcade action!



DRIVE, SHOOT, SMASH & STEEL!

STEEL EMPIRE
THE AGE OF STEEL

Based on the comic concept—Win the ultimate prize... your life!



Battle in the future that might have been—the Age of Steel!

FLYING EDGE



GENESIS
SEGA

GENESIS INSTRUCTION MANUAL

STEEL EMPIRE



FLYING EDGE



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SEGA Enterprises, Inc. 1600 Broadway, New York, NY 10019
SEGA Enterprises, Ltd. 4-1-1 Higashi, Amagasaki, Hyogo Prefecture, Japan

HANDLING YOUR CARTRIDGE

- ❑ The Sega Genesis Cartridge is intended for use exclusively for the Sega Genesis System.
- ❑ Do not bend it, crush it, or submerge it in liquids.
- ❑ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ❑ Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.



This official seal is your assurance that this product meets the highest quality standards of SEGA. Buy games and accessories with this seal to be sure that they are compatible with the SEGA GENESIS™ SYSTEM.

Somewhere, sometime, in a world distant, fonder, it is the Age of Steel. Mammoth battleships cruise the skies. Armored locomotives carry cannons the size of railway cars. Invincible fortresses float in the air, and military might rules the day. The Moorhead Empire has conquered and enslaved virtually the entire planet.

Yet one hope for freedom still remains. The Republic of Silverhead. They alone have the will to survive. They alone can turn back Moorhead's mighty machine. They alone have the weapons to achieve victory. Their missile firing tanker airplane has fired anti-air and anti-ground armor piercing missiles. Their Zeppelin airship carries an atomic mine launcher. Their devastating Lightning Bomb will reduce Moorhead's multi-gun-turreted flame-shooting juggernauts into clumbersome hulk of molten metal.



So, last freedom persists and evil prevails, none Silverhead climb aboard the most fantastic aircraft ever created and wage the war of the New World.



GETTING READY... FOR WAR!

LOADING

1. Make sure the power switch is OFF.
2. Insert one STEEL EMPIRE Game Pak as described in your SEGA GENESIS manual.
3. Turn the power switch ON.

You will first see the story of STEEL EMPIRE, a STEEL EMPIRE title screen and a demonstration of the game play.

To begin — press the **START BUTTON** at any time.

You will then see a second title screen.

To reach the Options Screen — use the **UP** and **DOWN D-BUTTONS** to move the cursor to **OPTION** and press the **START BUTTON**.

To Start — use the **UP** and **DOWN D-BUTTONS** to move the cursor to **START** and press the **START BUTTON**.

You will then see a map of the Republic of Silveroad and The Motohead Empire along with a series of military communiquees detailing Motoheads invasion.

To skip to the Aircraft Selection Screen — press the **START BUTTON** at any time.

Note: STEEL EMPIRE is a one-player game only.

THE OPTIONS SCREEN

The Options Screen allows you to alter the difficulty level of the game, the number of ships you begin with, the number of continues available and the configuration of your controls. You can also sample the game's sound effects.



To move the cursor between options — press the **UP** and **DOWN D-BUTTONS**.

To change options — press the **LEFT** and **RIGHT D-BUTTONS**.

Difficulty — can be either Easy, Normal or Hard. The level you choose affects both the speed and intensity of the game play and the number of ships and continues available.

Difficulty	Easy	Normal	Hard
Ships	5	4	3
Continues	2	3	4

Control — allows you to re-allocate which buttons fire right and left and which button fires the Lightning Bomb.

Sound Test — you can sample all of the game's sound effects.

To return to the title screen — either press the **START BUTTON** or move the cursor to **EXIT** and press **ANY BUTTON**.

THE CONTROLS... SOLID AIR BATTLE ACTION

In the standard configuration the controls are as follows:

Function 1 Button
10 Buttons



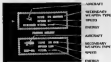
(S)HIFT(M) MOVE LEFT/RIGHT
(START) PAUSE / RE-START
(C) PRESS RIGHT
(B) PRESS LEFT
(A) LIGHTNING BOMB

To change the configuration of the A, B and C BUTTONS, see OPTIONS SCREEN on page 3



AIRCRAFT SELECTION SCREEN... THE ARSENAL OF THE REPUBLIC

The Republic of Silverhead's Sky Fleet consists of two types of aircraft: the fast and agile Sinker airplane and the powerful Z-88 Zeppelin airship.



To select the Sinker or Z-88 Zeppelin — use the UP and DOWN (S)HIFT(M)S to move the cursor to the appropriate aircraft and press ANY BUTTON

To fly straight to the action — press the START BUTTON and jump the story screens.

The Striker Airplane

The Striker has speed, guidance, front and rear firing missiles, and front and rear air-to-ground armor piercing missiles. Its maximum effectiveness is achieved in limited air space or against large numbers of opponents.

The Z-41 Zeppelin Airship

Bold, robust, armed with front and rear firing missiles, and front and rear speeded firing armor piercers, the Z-41 is the pride of the Republic. Against even the biggest behemoths of the Mussahed Empire, its speed staggers belief.

NOTE: You can change aircraft between every level of the game, adjusting your selection according to the type of enemy ships to be faced and terrain negotiated.

ON THE SCREEN

All the game play information appears at the top of the screen:

SCORE
SCORE
REMAINING
LIFE/SHIPS
LEFT



ENERGY
LEVEL
WEAPON
STATUS
WEAPON
LEVEL
EXPERIENCE
POINTS
GRADES



PICK-UPS & UPGRADES

When certain enemy ships are destroyed, they reward bonus items.

- | | |
|------------------------------------|---|
| (B) 1 Extra Lightning Storm | (S) Speed boost |
| (E) 100 points | (D) Adds 2 outrigger planes |
| (V) Energy bonus | (Ex) Adds 1 square to your Experience Form Counter |
| (F) 1 Extra life | |

To pick up a bonus item — fly over it!

NOTE: Obtaining Experience Points is the key to victory. For every 3 Experience Points you pick up, your Upgrade Level increases by 1. The higher your Upgrade Level, the greater the destructive power of your weapons, the speed of your aircraft, your energy level, and your chance of defeating the giants of Waterhead's military fleet.

There are a maximum of 20 Upgrade Levels.



THE STAGES OF THE STEEL EMPIRE

STAGE 1 —

The Miner City of Kold

The Mookhead Empire has spread its tentacles across the face of the planet, setting every thing in its path. Only the Republic of Silverhead remains undefeated, but how long can it survive when Mookhead is slowly dismantling across its borders, crushing all resistance? The enemy invasion is focused on the mineral rich Mine City of Kold. Here the tide must be turned. Here Mookhead will discover that their gopher-like Fleet is useless against the terrifying power of the Lightning Storm. Here you must change history!



STAGE 2 —

The Linsengel Caverns

The caverns of Linsengel are so narrow that a plane or an outcrop can fly through them, and so dark that a division of the Mookhead Ground Army can hide there undetected. Search them out and destroy them! But beware! Landslides fill the caverns with great falling rocks and explosive gases sweep through the floors. One spark at the wrong time and the whole place could ignite!



STAGE 3 —**My District Zektor**

In your control of the sky is the key to victory. In an effort to seize the advantage, one of Motor head's precious floating fortresses has penetrated the very core of Silverhead's sky space. My District Zektor. Unless it is defeated, all is lost.

**STAGE 4 —****Barbed Beach**

The time has come to give the war its Motor head. Our forces are already advancing on their capital, Dome City, but first you must storm their sea defenses at Barbados Beach. Silverhead is depending on you. Take out the monstrous cannons, eliminate their sea Summers, deactivate their missile launching Naval Submarine.

**STAGE 5 — Dome City**

High in the night sky the attack on the capital has already begun. Every sky power, sea gun ship, and floating fortress of the Motor head Empire has been mobilized in a desperate bid to save their sinking fortunes. Press home the advantage. Use the sky of enemy ships and then descend on Dome and seal the fate of the evil empire.

**STAGE 6 —****Summers Fortress**

Deep beneath Dome City is the impenetrable and legendary Summers Fortress — site of Motor head's incredible Moon Cannon. Masterhead — Emperor General Stryker will almost certainly try to use the cannon to escape justice. Fly into the fortress, thwart his getaway.

**STAGE 7 — Lunar Space**

So, you Stryker in the Moon Cannon. Follow him to the void of space and if he will not be taken alive, execute the sentence against him. But take care. His ship is fast and deadly. He will not give up without using every missile, flame launcher and rocket in his arsenal. Be brave. Justice is on your side.



THE MILITARY MIGHT OF MOTORHEAD

The Motorhead Empire has built the most massive, fantastic, and devilishly ingenious of war ever imagined. But attack with faith, with strength, and with the Lightning Bolt, then one part, one turret, even one gun at a time: see how the mighty fall.

Type 8 Sky Clipper — A medium size flying battleship, armadeth popper bombs and rockets.

Colossal Cannon Train — The blast of trains. The cannon blast fires cannonballs as big as a bunker buster. The 6 swiveling gun-turrets and the twin-towers multi-oriented spray gun fire air bombs.

Turret Train — Its monstrous front light and hydraulic legs make it seem almost alive, but less than friendly when it spits out devilish popper bombs and salvoes of high-speed rockets.

Main Bank — Armed with a self-detaching belt-bank, metal-grinding tunnel diggers and penstock gun attachment, it is the leading weapon of Motorhead's ground forces.

Floating Fortress — This flying Goliath has basements of solid stone and a legion of gun emplacement.

Sea Submarine — Relatively small (5 times the size of a Striker), the Sea Submarine's strength lies in its popper bomb scatter gun and trumpet gun. However, rumors abound that the next generation of Summers - **The Great**

Submarine - will be made even more unbreakable by the installment of rockets. Hope it is just a rumor!

Naval Submarine — It can fire salvoes of up to 5 massive missiles while still submerged. Once surfaced it is no less formidable, with increased guns and front firing rockets.

Aero Gun Ship - Class I — At the vanguard of Motorhead's attack forces fly their Aero Gun Ship (largest in size). Fast, heavily armored and heavily armed, it has proven itself almost invincible. Even the discovery of its weak underbelly was turned to advantage with the addition of a few surprises.

Aero Gun Ship - Class II — The upgrade includes increased rockets, popper bomb launchers, and its own sky fleet!

Aero Gun Ship - Class III — Electric Dischargers, Tiers, Phagocytic Guns, markers, bombs, sky-crafters, face it at your peril!

Laserium — Motorhead's first space ship is also one of its deadliest machines. Not only does it have almost every weapon they've ever invented, it's also built to withstand even the most sustained attacks.

Emperor Scout — Size is no measure of strength, and General Stryon's personal ship is no exception. Designed to protect the Emperor from any onslaught, its scout weapons can tear the sky into a death trap. Its sugar wing interlocks blast packs of spinning discs or whole walls of devilish flames. Keep moving, keep pounding, or Stryon will resurrect Motorhead from the very ashes of disaster.

CONTINUE... THE WAR RAGES ON

Depending upon the difficulty level you have selected (see OPTIONS SCREEN on page 3) you can have up to 4 continues.

After losing your last aircraft, you will see the Continue Screen.



To continue the game — use the LEFT or RIGHT DIRECTION to select YES and press the START BUTTON.

You will then see the Aircraft Selection Screen. Select your aircraft and press ANY BUTTON to return to the game.

NOTE: If you continue, you start from the beginning of the stage you last reached (or its mid-point if you have defeated the mid-point enemy).

To end the game — use the LEFT or RIGHT DIRECTION to select NO and press the START BUTTON.

THE FIGHT FOR FREEDOM

The war for the Good Empire has begun. Mordorhead's sky fleet has commenced its bombardment of Savorhead. Her ground units are advancing on Hill Her Colossus Cannon Train is pounding our defenses. Freedom is surrounded! Slavery is stamping our country. General Stryker's goal of dominating the planet will be fulfilled unless you battle the conqueror. Take our newest ships to the air. Show his evil forces that the missiles, machine guns and mines of Savorhead are the weapons of victory. Blast the tyrant from the void of space with the sheer power of The Lightning Bomb.

Freedom will prevail. Death to the invader. Glory to The Republic!



